

SACRED HEART COLLEGE(AUTONOMOUS), THEVARA						
DEPARTMENT OF COMPUTER SCIENCE						
COURSE PLAN						
ACADEMIC YEAR 2016-2017						
PROGRAMME	BACHELOR OF COMPUTER APPLICATIONS [MOBILE APPLICATIONS AND CLOUD TECHNOLOGY]			SEMESTER	1	
COURSE CODE AND TITLE	U1PCMT1 Foundation of Mathematics			CREDIT	4	
HOURS/WEEK	4			HOURS/SEM	60	
FACULTY	Neethu A S					
COURSE OBJECTIVES:						
1	Understand the concepts and prove statements about sets and functions					
2	Understand relations, its properties, representation, equivalence relations and partial ordering					
3	Understand and apply concepts of Propositional logic, Predicates and Quantifiers					
4	Familiarize mathematical Symbols and standard methods of proofs.					
5	Understand the basic concepts of Number theory					
CUM. HOURS	DATE	TOPIC	LEARNING RESOURCES	NO. OF HOURS	VALUE ADDITIONS	COURSE OUTCOME
MODULE I						
1		Set Theory Introduction	Lecture	1		CO1
2		Basic Operations on Sets	Lecture	1		CO1
4		Set Identities	Lecture	2		CO1
5		Computer Representation of sets	Lecture	1		CO1
6		Functions	Lecture	1		CO1
7		Algebraic operations on real Functions	Lecture	1		CO1
8		Composition of Functions	Lecture	1		CO1
9		Bijjective Functions	Lecture	1		CO1
10		Inverse Functions	Lecture	1		CO1
12		Graphs of functions	Lecture	2		CO1
14		Increasing and Decreasing functions	Lecture	2		CO1
15		Sequences	Lecture	1		CO1
16		Summations	Lecture	1		CO1
17		Cardinality	Lecture	1		CO1
MODULE II						
18		Relations Introduction	Lecture	1		CO2
21		Types of Relations on a Set	Lecture	3		CO2
22		Combinations of Relations	Lecture	1		CO2
23		Representation of relations on Finite Sets	Lecture	1		CO2

24		Representating relations using Digraphs	Lecture	1		CO2
25		n-ary relations and their applications	Lecture	1		CO2
26		operations on n-ary relations	Lecture	1		CO2
27		Equivalence Relations	Lecture	1		CO2
28		Partitions	Lecture	1		CO2
30		Partial Oderings	Lecture	2		CO2
32		Hasse Diagrams	Lecture	2		CO2
33		Covering Relation	Lecture	1		CO2
34		Maximal and Minimal elements	Lecture	1		CO2
35		Lattices	Lecture	1		CO2
36		Topological Sorting	Lecture	1		CO2
37		Revision	Lecture	1		CO2
TEST I						
MODULE III						
38		Mathematical Logic Introduction	Lecture	1		CO3
39		Propositions -simple and compound	Lecture	1		CO3
41		Logical operators	Lecture	2		CO3
43		Conditional Statements	Lecture	2		CO3
44		Biconditional Statements	Lecture	1		CO3
45		Precedence of Logical Operators	Lecture	1		CO3
46		Logic and Bit operations	Lecture	1		CO3
47		Tautologies and contradictions	Lecture	1		CO3
49		Logical Equivalences - Laws of logic	Lecture	2		CO3
50		Predicates	Lecture	1		CO3
53		Quantifiers - Universal Quantifiers	Lecture	3		CO3
54		Quantifiers - Existential Quantifiers	Lecture	1		CO3
55		Binding Variables	Lecture	1		CO3
56		Logical Equivalence involving quantifiers	Lecture	1		CO3
57		Negation of quantified expressions	Lecture	1		CO3
58		Nested Quantifiers	Lecture	1		CO3

59		Arguments	Lecture	1		CO3
60		Rules of Inference for propositions	Lecture	1		CO3
61		Rules of Inference for quantified statements	Lecture	1		CO3
64		Methods of proving theorems	Lecture	3		CO4
MODULE IV						
65		Theory of Numbers - Divisibility	Lecture	1		CO5
66		Prime and Composite Numbers	Lecture	1		CO5
67		GCD	Lecture	1		CO5
68		Theorems on division	Lecture	1		CO5
69		Divisors of a given number	Lecture	1		CO5
70		Euler's Function	Lecture	1		CO5
71		Congruences -Theorems	Lecture	1		CO5
72		Fermat's theorem	Lecture	1		CO5
73		Wilson's theorem	Lecture	1		CO5
74		Lagrange's theorem	Lecture	1		CO5
TEST II						
MODULE IV						
TEXT BOOKS & REFERNCES						
1	K.H. Rosen: Discrete Mathematics and its Applications (Sixth edition), Tata McGraw Hill Publishing Company, Ne					
2	S. Bernard and J.M Child: Higher Algebra, AITBS Publishers, India,2009					
3						

ACADEMIC SESSION PLAN

Name of the Faculty: Mrs. Christy Jacqueline

Course: COMPUTER FUNDAMENTALS AND ORGANISATION

Semester: BCA 1ST yr I sem

Period: From: June 2016 To: NOV 2016

Module	Module Name	Chp	Section	Learning Objectives	Learning Outcomes	Session No.	Hours	Topic	Mode of Delivery	Pre-class readings	Post-class tasks	Ref Books	Web Resources	Activities	Topic Coverage (Actual) Including Activities
MODULE 1	GENERAL FEATURES OF A COMPUTER	1.1	A & B	Explain the features of computers	Describe the characteristics of computers	1	1	General features of a computer	using power point slide and black board	Introduction to Computers	Revision	Sinha. Computer Fundamentals BPB Pub.	http://computernotes.com/fundamental/introduction-to-computer/what-are-characteristic-of-a-computer		
MODULE 1	GENERAL FEATURES OF A COMPUTER	1.1	A & B	Outline various types of computers	Differentiate among various types of computers	2	1	Generation of computers Part 1	using power point slide and black board		Revision				
MODULE 1	GENERAL FEATURES OF A COMPUTER	1.1	A & B	Describe the working of computer architecture	Demonstrate the working of each component in computer architecture	3	1	Generation of computers Part 2	using power point slide and black board	Classification of computers	Assignment given based on the topic taught on that day.				
MODULE 1	GENERAL FEATURES OF A COMPUTER	1.1	A & B	Describe the functions of various devices of computer	Discuss the working of various devices of computer	4	1	Classification of computers -Personal computer, workstation,	using power point slide and black board						http://www.tutorialspoint.com/computer_fundamentals/computer_generations.htm
MODULE 1	GENERAL FEATURES OF A COMPUTER	1.1	A & B		Explain five basic operations of computer system	5	1	mainframe computer and super computers.	using power point slide and black board			Computer Applications	Revision		
MODULE 1	GENERAL FEATURES OF A COMPUTER	1.1	A & B	Describe the evolution of computers	Discuss the improvement of technology in different generation of computer	6	1	Computer applications – data processing	using power point slide and black board				Assignment given based on the topic taught on that day.		
MODULE 1	GENERAL FEATURES OF A COMPUTER	1.1	A & B	Compare among the different generations of computer	Describe how computers are helpful in various fields.	7	1	Classification of computers -information processing, commercial, office automation	using power point slide and black board				Assignment given based on the topic taught on that day.		https://drive.google.com/filed/view/2f408buFG9QkNvN0czhwG2Zz2hNNW88jussu/sharing
MODULE 1	GENERAL FEATURES OF A COMPUTER	1.1	A & B	Explain the importance of computers in various fields	Discuss the limitations of computer	8	1	Classification of computers - industry and engineering, healthcare	using power point slide and black board				Assignment given based on the topic taught on that day.		
MODULE 1	GENERAL FEATURES OF A COMPUTER	1.1	A & B		Identify the impact of computer on business and society	9	1	Classification of computers -education, graphics and multimedia.	using power point slide and black board			Comparison of different generations	Assignment given based on the topic taught on that day.		
MODULE 1	GENERAL FEATURES OF A COMPUTER	1.1	A & B			10	1	Comparison of different generations of computers	using power point slide and black board				Assignment given based on the topic taught on that day.		
MODULE 2	COMPUTER ORGANISATION	2.1	A & B	Describe components in computer organisation	List the basic components of computer organisation	1	1	Computer organization	using power point slide and black board			Computer Organisation	Revision	Sinha. Computer Fundamentals BPB Pub.	
MODULE 2	COMPUTER ORGANISATION	2.1	A & B	Elaborate the working of Central Processing Unit	Describe the features of each component of CPU	2	1	Central processing unit	using power point slide and black board			Computer Memory	Assignment given based on the topic taught on that day.		http://iusttechnology.edu.in/department/textbook_computer_fundamentals_of_computers.pdf
MODULE 2	COMPUTER ORGANISATION	2.1	A & B	Explain memory unit	Interpret the structure of Memory unit	3	1	Computer memory – Primary memory	using power point slide and black board				Assignment given based on the topic taught on that day.		
MODULE 2	COMPUTER ORGANISATION	2.1	A & B	Describe the types of memory*	Elaborate on various types of memory*	4	1	Computer memory – Secondary memory	using power point slide and black board			Secondary storage devices	Assignment given based on the topic taught on that day.		http://www.tutorialspoint.com/computer_fundamentals/computer_memory_units.htm
MODULE 2	COMPUTER ORGANISATION	2.1	A & B	Justify the requirement of cache memory in computer	List out the commonly found registers in the CPU and explain their functions.	5	1	Secondary storage devices – Magnetic and optical media.Part 1	using power point slide and black board				Assignment given based on the topic taught on that day.		
MODULE 2	COMPUTER ORGANISATION	2.1	A & B	Explain the role of secondary memory in storage	Compare volatile and non-volatile memory	6	1	Secondary storage devices – Magnetic and optical media.Part 2	using power point slide and black board				Assignment given based on the topic taught on that day.		
MODULE 2	COMPUTER ORGANISATION	2.1	A & B	Explain the working of disk storage	Define disk storage	7	1	Secondary storage devices – Magnetic and optical media.Part 3	using power point slide and black board				Assignment given based on the topic taught on that day.		
MODULE 2	COMPUTER ORGANISATION	2.1	A & B	Elaborate on various types of secondary memory	Identify the current secondary storage to store	8	1	Secondary storage devices – Magnetic and optical media.Part 4	using power point slide and black board				Assignment given based on the topic taught on that day.		
MODULE 2	COMPUTER ORGANISATION	2.1	A & B	Explain various types of Input-Output devices used in computer*	Describe the functioning of various input-output devices	9	1	Secondary storage devices – Magnetic and optical media.Part 5	using power point slide and black board			Input Devices	Assignment given based on the topic taught on that day.		
MODULE 2	COMPUTER ORGANISATION	2.1	A & B	Elaborate the importance of OMR, MICR and OCR	Familiarize on OMR, MICR and OCR	10	1	Input Devices Part 1	using power point slide and black board				Revision		https://www.techopedia.com/definition/13265/secondary-storage-device

MODULE 2	COMPUTER OPERATION	3.1	A & B		Differentiate magnetic disk and magnetic tape.	11	1	Input Devices Part 2	using power point slide and black board			Output Devices	Revision		
MODULE 2	COMPUTER OPERATION	3.1	A & B			12	1	Output Devices Part 1	using power point slide and black board				Revision		
MODULE 2	COMPUTER OPERATION	3.1	A & B			13	1	Output Devices Part 2	using power point slide and black board				Revision		
MODULE 2	COMPUTER OPERATION	3.1	A & B			14	1	Output Devices Part 3	using power point slide and black board				Revision		
MODULE 3	COMPUTER HARDWARE AND SOFTWARE	3.1	A & B	Elaborate the features of hardware and software resources	List the various hardware and software resources	1	1	Computer hardware and software. Machine language and high level language. Part 1	using power point slide and black board			Computer Hardware and software	Revision	Sinha. Computer Fundamentals BPP Pub.	http://cs.sru.edu/~mullins/cpsc100book/module02_introduction/module02-03_introduction.html
MODULE 3	COMPUTER HARDWARE AND SOFTWARE	3.1	A & B	Explain the various types of computer languages and their translators	Distinguish between machine level, assembly level and high level languages	2	1	Computer hardware and software. Machine language and high level language. Part 2	using power point slide and black board			Application Software	Assignment given based on the topic taught on that day.		
MODULE 3	COMPUTER HARDWARE AND SOFTWARE	3.1	A & B	Elaborate on security issues in computers	Differentiate system software and application software	3	1	Application software, computer program	using power point slide and black board			Operating System	Assignment given based on the topic taught on that day.		
MODULE 3	COMPUTER HARDWARE AND SOFTWARE	3.1	A & B	Describe operating systems used in	Identify what are the security threats in	4	1	Operating system	using power point slide and black board			Computer virus, antivirus and security	Revision		http://www.diffen.com/difference/Hardware-vs-Software
MODULE 3	COMPUTER HARDWARE AND SOFTWARE	3.1	A & B	Identify the need of translator program in computer	Differentiate between Disk operating system and Windows operating system	5	1	Computer virus, antivirus and computer security. Elements of MS DOS and Windows OS.	using power point slide and black board			Computer Arithmetic	Revision		
MODULE 3	COMPUTER HARDWARE AND SOFTWARE	3.1	A & B		Give some advantages of Windows over DOS system	6	1	Computer arithmetic Part 1	using power point slide and black board				Assignment given based on the topic taught on that day.		http://www.tutorialspoint.com/computer_fundamentals/computer_number_system.htm
MODULE 3	COMPUTER HARDWARE AND SOFTWARE	3.1	A & B	Differentiate between non-positional and positional number system	Elaborate the different types of number system	7	1	Computer arithmetic Part 2	using power point slide and black board				Assignment given based on the topic taught on that day.		
MODULE 3	COMPUTER HARDWARE AND SOFTWARE	3.1	A & B	Demonstrate conversion of the number system from one form to another*	Perform the conversion of a given number system to another	8	1	Computer arithmetic Part 3	using power point slide and black board			Binary, Octal and Hexadecimal number systems.	Assignment given based on the topic taught on that day.		
MODULE 3	COMPUTER HARDWARE AND SOFTWARE	3.1	A & B	Illustrate algorithms and flowcharts	Develop an algorithm/flowchart for a specific problem	9	1	Binary, octal and hexadecimal number systems. Part 1	using power point slide and black board				Assignment given based on the topic taught on that day.		
MODULE 3	COMPUTER HARDWARE AND SOFTWARE	3.1	A & B	Outline the elements and applications of a database	List the elements and applications of a database	10	1	Binary, octal and hexadecimal number systems. Part 2	using power point slide and black board				Assignment given based on the topic taught on that day.		
MODULE 3	COMPUTER HARDWARE AND SOFTWARE	3.1	A & B	Elaborate Logic gates and Boolean expressions*	Explain different types of flowcharts and its notations.	11	1	Binary, octal and hexadecimal number systems. Part 3	using power point slide and black board			Basic Gates	Assignment given based on the topic taught on that day.		
MODULE 3	COMPUTER HARDWARE AND SOFTWARE	3.1	A & B		Design a flow diagram using logic gates	12	1	Basic Gates (Demorgans theorems, duality theorem, NOR, NAND, XOR, XNOR gates), Boolean expressions and logic diagrams, Types of Boolean expressions Part 1	using power point slide and black board				Assignment given based on the topic taught on that day.		http://www.byte-notes.com/number-system-computer
MODULE 3	COMPUTER HARDWARE AND SOFTWARE	3.1	A & B		Draw up a flowchart to accept any two numbers and display their product.	13	1	Basic Gates (Demorgans theorems, duality theorem, NOR, NAND, XOR, XNOR gates), Boolean expressions and logic diagrams, Types of Boolean Part 2	using power point slide and black board				Assignment given based on the topic taught on that day.		
MODULE 3	COMPUTER HARDWARE AND SOFTWARE	3.1	A & B		Draw the circuit diagram that implements the expression using gates having no more than three inputs.	14	1	Basic Gates (Demorgans theorems, duality theorem, NOR, NAND, XOR, XNOR gates), Boolean expressions and logic diagrams, Types of Boolean expressions Part 3	using power point slide and black board			Algorithms and Flowcharts	Assignment given based on the topic taught on that day.		
MODULE 3	COMPUTER HARDWARE AND SOFTWARE	3.1	A & B		$X=ABC(A+B)$	15	1	Algorithm and flowcharts	using power point slide and black board				Revision		
MODULE 4	MS OFFICE	4.1	A & B	Explain benefits of using MS office	Identify the benefits of MS office	1	1	read sheet. An overview of MSWORD, M	using power point slide and black board			Word and Spreadsheet	Assignment given based on the topic taught on that day.	Sinha. Computer Fundamentals BPP Pub.	http://www.microsoft.com/store/msusa/en_US/cat/all/Office/categoryID.69403900
MODULE 4	MS OFFICE	4.1	A & B	Elaborate the features of MS Office	List the features of MS office	2	1	Introduction of MS WORD Part 1	using power point slide and black board			MS Word	Assignment given based on the topic taught on that day.		
MODULE 4	MS OFFICE	4.1	A & B	Illustrate help and security in MS office	Demonstrate help and security in MS office	3	1	Introduction of MSWORD Part 2	using power point slide and black board				Assignment given based on the topic taught on that day.		

MODULE 4	MS OFFICE	4.1	A & B	Explain the features of MS word	Use MS word for various documentation tasks	4	1	Introduction of MS Excel Part 1	using power point slide and black board	MS Excel	Assignment given based on the topic taught on that day.	http://www.excel-essay.com/
MODULE 4	MS OFFICE	4.1	A & B	Explain merge printing in MS word	Explain the use of AutoFormat feature of Word	5	1	Introduction of MS Excel Part 2	using power point slide and black board		Assignment given based on the topic taught on that day.	
MODULE 4	MS OFFICE	4.2	A & B	Explain the function of worksheet in MS Excel	Distinguish between workbook and work sheet	6	1	Introduction of MS Excel Part 3	using power point slide and black board	MS Power Point	Assignment given based on the topic taught on that day.	
MODULE 4	MS OFFICE	4.2	A & B	Illustrate to work with formulae	Perform calculations in an Excel sheet	7	1	Introduction of MS PowerPoint Part 1	using power point slide and black board		Assignment given based on the topic taught on that day.	http://blog.hubspot.com/marketing/5-ways-powerpoint-design-tricks-ht
MODULE 4	MS OFFICE	4.2	A & B	Demonstrate how to create power point presentation	Design a power point presentation with transitions and animations	8	1	Introduction of MS PowerPoint Part 2	using power point slide and black board		Assignment given based on the topic taught on that day.	
MODULE 4	MS OFFICE	4.2	A & B	Explain the basic operations performed in PowerPoint	Using a template, create a PPT and do the necessary formatting							
MODULE 4	MS OFFICE	4.2	A & B		Explain the use of Excel's Function Wizard.							
MODULE 4	MS OFFICE	4.2	A & B		List the conversion of text to shapes in PowerPoint							
MODULE 5	INTRODUCTION TO NETWORKS	5.1	A & B	Explain the importance of computer networks	Identify the uses of computer networks in real world	1	1	Network of computers.	using power point slide and black board	Network of Computers	Revision	Sinha. Computer Fundamentals:BPB Pub. http://www.informit.com/articles/article.aspx?p=1353367
MODULE 5	INTRODUCTION TO NETWORKS	5.1	A & B	Elaborate on transmission technology	Explain how transmission technology is useful in computer networks	2	1	Types of networks :LAN	using power point slide and black board	LAN, MAN	Revision	
MODULE 5	INTRODUCTION TO NETWORKS	5.1	A & B	Differentiate among the types of networks	Identify the differences among the various types of networks available	3	1	Types of networks :MAN	using power point slide and black board	WAN	Revision	
MODULE 5	INTRODUCTION TO NETWORKS	5.1	A & B	List some applications of computer networks	Compare intranet, Internet and extranet.	4	1	Types of networks :WAN	using power point slide and black board	Intranet and Internet	Revision	http://heather.cs.ucdavis.edu/~matloff/1/networks/Intro/NetIntro.pdf
MODULE 5	INTRODUCTION TO NETWORKS	5.1	A & B	Elaborate the different types of network with example.		5	1	Intranet and Internet	using power point slide and black board	Internet Applications	Revision	
MODULE 5	INTRODUCTION TO NETWORKS	5.1	A & B	Describe the basic terminologies of internet	Describe how domain name systems work	6	1	Internet applications	using power point slide and black board	WWW	Assignment given based on the topic taught on that day.	
MODULE 5	INTRODUCTION TO NETWORKS	5.2	A & B	Illustrate Domain name system and world wide web	Discuss how browsers and search engines help in real world	7	1	World wide web	using power point slide and black board	Email, browsing, searching	Assignment given based on the topic taught on that day.	
MODULE 5	INTRODUCTION TO NETWORKS	5.2	A & B	Elaborate steps to create an account in Gmail and its features	List the multimedia applications of internet	8	1	E-mail, browsing and searching.	using power point slide and black board	Search Engines	Assignment given based on the topic taught on that day.	
MODULE 5	INTRODUCTION TO NETWORKS	5.2	A & B	Differentiate between browsers and search engines	Explain the purpose of URL in WWW	9	1	search engines	using power point slide and black board	Multimedia Applications	Assignment given based on the topic taught on that day.	
MODULE 5	INTRODUCTION TO NETWORKS	5.2	A & B	Explain multimedia applications	Create your account in yahoo mail	10	1	multimedia applications	using power point slide and black board		Assignment given based on the topic taught on that day.	

SACRED HEART COLLEGE(AUTONOMOUS), THEVARA

DEPARTMENT OF COMPUTER SCIENCE

COURSE PLAN

ACADEMIC YEAR 2016-2017

PROGRAMME	BCA(MOBILE APPLICATIONS AND CLOUD TECHNOLOGY)	SEMESTER	1
COURSE CODE AND TITLE	U1CRBCA2 : Programming in 'C'	CREDIT	3
HOURS/WEEK	4	HOURS/SEM	72
FACULTY NAME	Shailesh S		

COURSE OBJECTIVES:

CO 1	Identify real life problems and convert it to computaional problems
CO 2	Solve problems and Produce algorithms, pseudocodes and flowcharts for it.
CO 3	Discuss and memorize different C programming constructs
CO 4	Apply programming concepts to develop programs for problems
CO 5	Analyze and Compare approches to model efficient and standard programs
CO 6	Evaluuate, compile, run and debug programs

CUM. HOURS	DATE	TOPIC	LEARNING RESOURCES	NO. OF HOURS	VALUE ADDITIONS
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MODULE I

3		Introduction to computer based problem solving	ppt/board	3	
4		Program design and implementation issues	ppt/board	1	
8		Flowcharts & Algorithms,	ppt/board	4	improved logical thinking
9		Top down design & stepwise refinement,	ppt/board	1	improved logical thinking
10		Programming environment	ppt/board	1	
11		Machine language, assembly language	ppt/board	1	
12		high level languages, Assemblers,	ppt/board	1	
13		Compilers, Interpreters	ppt/board	1	
14		Hands on Session	Lab	1	critical thinking
15		Hands on Session	Lab	1	critical thinking
16		Hands on Session	Lab	1	critical thinking

MODULE II

17		Overview of C, Data Types, Constants & Variables	ppt/board	1	
18		Operators & Expressions	ppt/board	1	
20		Branching and Looping	ppt/board	2	
23		Arrays- single dimensional	ppt/board	3	
26		Multidimensional arrays and matrix operations	ppt/board	3	
27		Functions-fundamentals – general form, function arguments, return value,	ppt/board	1	
28		Basic I/O-formatted and Unformatted I/O.	ppt/board	1	
29		Tutorial Session	Lab	1	structured coding
30		Tutorial Session	Lab	1	structured coding

CUM. HOURS	DATE	TOPIC	LEARNING RESOURCES	NO. OF HOURS	VALUE ADDITIONS
31		Tutorial Session	Lab	1	structured coding
TEST I					
MODULE III					
32		Scope rules- Local & global variables	ppt/board	1	
33		scope rules of functions, Functions-parameter passing	ppt/board	1	
34		call by value and call by reference	ppt/board	1	
35		calling functions with arrays, argc and argv	ppt/board	1	
37		recursion- basic concepts, ex-towers of Hanoi	ppt/board	2	
38		Tutorial Session	Lab	1	program designing
39		Tutorial Session	Lab	1	program designing
40		Tutorial Session	Lab	1	program designing
MODULE IV					
41		Pointers- The & and * operator, pointer expression, assignments, arithmetic, comparison,	ppt/board	1	
43		malloc vs calloc, arrays of pointers, pointers to pointers,	ppt/board	2	
45		initializing pointers, pointers to functions, function returning pointers,	ppt/board	2	
47		Structures- Basics, declaring, referencing structure elements,	ppt/board	2	
49		array of structures, passing structures to functions,	ppt/board	2	
53		structure pointers, arrays and structures within structures,	ppt/board	4	
54		Unions – Declaration, uses, enumerated data-types, typedef	ppt/board	1	
55		Tutorial Session	Lab	1	hands on skills
56		Tutorial Session	Lab	1	hands on skills
57		Tutorial Session	Lab	1	hands on skills
TEST II					
MODULE V					
59		File Handling – The file pointer, file accessing functions, fopen, fclose, puc, getc, fprintf,	ppt/board	2	
61		C Preprocessor- #define, #include, #undef, Conditional compilation directives	ppt/board	2	
63		C standard library and header files: Header files, string functions,	ppt/board	2	
64		mathematical functions, Date and Time functions	ppt/board	1	
65		Tutorial Session	Lab	1	modeling projects
66		Tutorial Session	Lab	1	modeling projects
67		Tutorial Session	Lab	1	modeling projects
72		Revision	ppt/board	5	
TEXT BOOKS & REFERNCES					
1		Let us C by Yashwant Kanetka, 6th Edition, PBP Publication			

CUM. HOURS	DATE	TOPIC	LEARNING RESOURCES	NO. OF HOURS	VALUE ADDITIONS
2		The C programming Language by Richie and Kenninghan, 2004, BPB Publication			
3		Programming in ANSI C by Balaguruswamy, 3rd Edition, 2005, Tata McGraw Hill			
	DATE	TOPIC & NATURE OF ASSIGNMENT (INDIVIDUAL/GROUP – WRITTEN/PRESENTATION)	DATE OF SUBMISSION	MARKS	
1					
2					
3					
4					

ACADEMIC SESSION PLAN																		
Name of the Faculty: Ms. Chaitanya Jeevitha																		
Course: Introduction to Linux																		
Semester: I																		
Period: From: JUNE 2023 to: NOV 2023																		
Module	Module Name	Chp	Section	Learning Objectives	Learning Outcomes	Session No.	Hours	Topic	Mode of Delivery	Methodology	Guest Faculty Assistance	Pre-class readings	Post-class tasks	Ref Books	Web Resources	Activities	Topic Coverage (Actual)	Remarks
1	Linux Introduction	1.1	AAB	• Explain the historical nature of UNIX	• Explain the "multi-user" multi user system	1	1	Introduction to Multi user System	Lecture	ppt			Origin of LINUX					
1	Linux Introduction	1.1	AAB	• Explain the evolution of UNIX over the years	• Summarise the growth of UNIX over the years	2	1	History and Versions of UNIX	Lecture	ppt		History of UNIX	List out the versions of UNIX	Operating System: Maurice J. Bach, Pearson Education, 2010	https://www.gnu.org/licenses/licenses.html			
1	Linux Introduction	1.1	AAB	• Describe the features and benefits of UNIX	• List the features and benefits of UNIX	3	1	Features and Benefits of UNIX	Lecture	ppt		Features of UNIX	List out the features of UNIX		http://people.freebsd.org/~jdp/UNIX%20commands.pdf		Implement the features using UNIX commands	
1	Linux Introduction	1.1	AAB	• Explain UNIX system architecture	• Describe the three major components of UNIX system	4	1	UNIX System Architecture	Lecture	ppt		UNIX system architecture	Identify the components of UNIX system	Programmer's Guide, S. Platak, BPB Publications, and New Delhi, 2011	http://www.gnu.org/licenses/licenses.html			
1	Linux Introduction	1.1	AAB	• Demonstrate how to login and logout UNIX machine in different terminals	• Perform login and logout in UNIX machine			Getting Started (Login/Logout)	Lecture	ppt		UNIX machine introduction	Login and logout UNIX machine		http://www.gnu.org/licenses/licenses.html			
1	Linux Introduction	1.1	AAB	• Illustrate how to create and view files using cat command	• Demonstrate file creation and view files using cat command	5	1	Manipulating Files	Lecture	ppt			What is cat command	Create a file using cat command				
1	Linux Introduction	1.1	AAB	• Perform file comparison and view the required contents of a file	• Demonstrate the commands to check disk free space and disk used space	6	1		Lecture	ppt			What cmp command	Perform file comparison using cmp command				
1	Linux Introduction	1.1	AAB	• Describe various commands for checking disk free space and disk used space	• List the popular distributions of Linux	7	1	Disk Related Commands	Lecture	ppt/hands-on			What are disk related commands	Execute disk related commands				
1	Linux Introduction	1.2	AAB	• Outline the various flavors of Linux	• Explain the commands used to install and remove Debian and RPM packages	8	1	Introduction to Various Linux flavors	Lecture	ppt			List out various flavors of Linux	Features of each flavours				
1	Linux Introduction	1.2	AAB	• Explain Debian and RPM distributions provided by the vendor	• Explain RPM file format	9	2	DEBIAN AND RPM PACKAGES	Lecture	ppt			What is debian and RPM packages	Examples of RPM and debian				
1	Linux Introduction	1.2	AAB	• Install Ubuntu	• Summarise the advantages and versions of Ubuntu	10	1	UBUNTU	Lecture	ppt			Introduction to Ubuntu	Install Ubuntu				
1	Linux Introduction	1.2	AAB	• Discuss the rise of Ubuntu and its versions	• Demonstrate Linux commands	11	1	History Versions Installation Features	Lecture	ppt								
1	Linux Introduction	1.2	AAB	• Explain the prerequisites for installing Ubuntu	• Demonstrate how to install Ubuntu	12	2		Lecture	ppt								
1	Linux Introduction	1.2	AAB	• Illustrate the Linux commands along with its options	• Commonly used commands in UNIX (who, pwd, cd, mkdir, rm, cp, mv, ls, the, find, pwd, cp, grep, sed, awk, jr, yacc)	14	1	Commonly used commands in UNIX	Lecture	ppt/hands-on			Introduction to unix commands	Execute unix commands				Take a scenario and justify it by executing UNIX commands
2	THE UNIX FILE SYSTEM	2.1	AAB	• Explain the different types of files in UNIX	• Identify the differences between various file types available in UNIX	1	1	Types of Files	Lecture	ppt			List out Unix files	Distinguish different unix files				
2	THE UNIX FILE SYSTEM	2.1	AAB	• Describe the structure of a regular file	• Illustrate how UNIX file system can be represented with hierarchical tree structure	2	1	Structure of a regular files	Lecture	ppt			What is a regular file	Spot out the features of the regular file				
2	THE UNIX FILE SYSTEM	2.1	AAB	• Explain the directory structure of the UNIX file system	• Directory structure of a UNIX file systems	3	1	Directory structure of a UNIX file systems	Lecture	ppt/hands-on			Introduction to unix file system	Justify the structure of unix file system with a demo.				
2	THE UNIX FILE SYSTEM	2.1	AAB	• Explain the various disk allocation methods	• Describe how each block on a disk is assigned	4	1	Allocation of Disk Blocks	Lecture	ppt			What is a disk block	Function of a disk block				
2	THE UNIX FILE SYSTEM	2.1	AAB	• Describe inode along with its importance	• Prepare a list of various types of information stored in inode	5	1	Superblock	Lecture	ppt			What are inodes	Functions of an inode				
2	THE UNIX FILE SYSTEM	2.1	AAB	• Define superblock and the process of freeing a superblock	• Discuss the purpose of superblock	5	1	Superblock	Lecture	ppt			What is a superblock	Significance of superblock				
2	THE UNIX FILE SYSTEM	2.1	AAB	• Illustrate the steps to convert pathname to an inode	• Write an algorithm to convert pathname to an inode	6	1	Conversion of a path name to an inode	Lecture	ppt								
2	THE UNIX FILE SYSTEM	2.1	AAB	• Discuss in detail how to assign inode to a new file	• Identify the need of inode assignment	6	1		Lecture	ppt								
2	THE UNIX FILE SYSTEM	2.2	AAB	• Explain various UNIX system calls used to manage file system along with its syntax	• Summarise the functionality of UNIX system calls	7	1	UNIX system calls	Lecture	ppt			What are system calls	Functions of system calls				
2	THE UNIX FILE SYSTEM	2.2	AAB	• Describe the various ways of creating files in UNIX	• Create a file using UNIX commands	8	1	File Creation	Lecture	ppt			Cat command	Various ways to create a file				
2	THE UNIX FILE SYSTEM	2.2	AAB	• Explain how to create special files in UNIX	• Summarise the steps for creating a special files in UNIX	8	1	Creation of special files	Lecture	ppt			What are special files	Steps to create special files				
2	THE UNIX FILE SYSTEM	2.2	AAB	• Illustrate how to change the directory and root	• Use of command to change present directory	9	1	Changing directory and root	Lecture	ppt/hands-on			What is directory	Directory and access the files in the directory				
2	THE UNIX FILE SYSTEM	2.2	AAB	• Explain the methods to change owner and mode of file	• Demonstrate the commands chown and chmod	10	1	Changing owner and mode	Lecture	ppt/hands-on			purpose of chown and chmod commands	Execute chmod and chown commands				
2	THE UNIX FILE SYSTEM	2.2	AAB	• Demonstrate the use of stat, find, pipes and dup	• Describe system calls - stat, find, pipes and dup	11	1	Stat and find, pipes, dup	Lecture	ppt/hands-on			What are pipes	With the help of Unix commands illustrate pipes				
2	THE UNIX FILE SYSTEM	2.2	AAB	• Explain how to mount and unmount a device or a file system	• Describe how to mount and unmount files in UNIX file system	12	1	Mounting and unmounting file systems	Lecture	ppt/hands-on			What is mounting and unmounting	Mount and unmount a file				
2	THE UNIX FILE SYSTEM	2.2	AAB	• Describe how to link and unlink files in UNIX	• Perform link and unlink			Link and unlink	Lecture	ppt/hands-on			In command	Perform linking using ln command				
3	UNIX PROCESS MANAGEMENT	3.1	AAB	• Discuss process state model for the UNIX system and set of state transitions	• Explain process state transition diagram	1	1	Process States and Transitions	Lecture	ppt			List out the various process states	Explain the process transitions for process states				
3	UNIX PROCESS MANAGEMENT	3.1	AAB	• Describe the principles of memory management for processes and kernel	• Kernel's virtual address space and physical address space	2	1	Layout of System Memory	Lecture	ppt			Principles of memory management	Distinguish kernel virtual address and physical address space				
3	UNIX PROCESS MANAGEMENT	3.1	AAB	• Explain how the operating system and kernel cooperate to do virtual memory translation	• Describe how the process state change from running to "terminated"				Lecture	ppt								
3	UNIX PROCESS MANAGEMENT	3.1	AAB	• Explain the components of the context of a process	• Illustrate the method of changing mode from user to kernel	3	1	Context of a Process	Lecture	ppt			What is a context of a process	Switch from user to kernel				
3	UNIX PROCESS MANAGEMENT	3.2	AAB	• Explain the phases in the UNIX OS	• List the components of regular context	4	1	Process Creation	Lecture	ppt			Phases in creating a new process					Prepare a presentation (15 slides) on Process state transition.
3	UNIX PROCESS MANAGEMENT	3.2	AAB	• Explain how to check and handle signals in the process state diagram	• Discuss how fork creates a new process	5	1	Signals	Lecture	ppt			What is fork	Create a process using fork				
3	UNIX PROCESS MANAGEMENT	3.2	AAB	• Describe how a process terminates	• Classify signals according to their applications	6	1	Process termination	Lecture	ppt			Process termination	Conditions in which process is terminated				
3	UNIX PROCESS MANAGEMENT	3.2	AAB	• Define PID and PPID	• Demonstrate how to kill a process	7	1		Lecture	ppt/hands-on								
3	UNIX PROCESS MANAGEMENT	3.2	AAB	• Discuss how UNIX invoke the programs through GUI or terminal	• Use PID to control a process	8	1	Invoking other programs	Lecture	ppt			PID and PPID	Kill a process				
3	UNIX PROCESS MANAGEMENT	3.2	AAB	• Categorize the types of a shell	• Describe how to invoke a file using exec system call	9	2		Lecture	ppt								
3	UNIX PROCESS MANAGEMENT	3.2	AAB	• Explain the process to execute the shell script	• Identify the responsibilities of a shell	10	1	Shell	Lecture	ppt/hands-on			What is a shell	Significance of a shell				

4	VI editor	4.1	A&B	<ul style="list-style-type: none"> Define the concept of text processing in vi editor Define the features of vi editor in text processing 	1	1	Introduction to Text Processing	Lecture	ppt	What is text processing	Features of Vi editor involved in text processing	http://www.emerson.com/~/media/pressroom/vi-editor	
4	VI editor	4.1	A&B	<ul style="list-style-type: none"> Explain the different modes in vi editor Perform the commands used to save and quit a file 	2	1	Command Mode and Edit Mode	Lecture	ppt		Introduction to Vi editor	Open Vi editor	
4	VI editor	4.1	A&B	<ul style="list-style-type: none"> Illustrate the procedure to switch from one mode to another mode Perform the commands insert a text, append a text and move cursor position 	3	1	Invoking Vi	Lecture	ppt/Hands-on		Commands in Vi editor	Execute commands to insert text, move cursor position	http://www.qualtrics.com/insights/blog/2016/05/10/vi-editor/ http://www.cisco.com/c/en_US/industrial/industrial/vi-editor.html
4	VI editor	4.1	A&B	<ul style="list-style-type: none"> Demonstrate how to delete and insert file in a file Define the steps to change from insertion mode to execution mode 	4		Deleting and inserting lines	Lecture	ppt				
4	VI editor	4.1	A&B	<ul style="list-style-type: none"> Demonstrate how to delete and replace character in a file Perform the commands used for deleting and replacing character in a file 	5	1	Deleting and replacing character	Lecture	ppt		Grep command	Execute a shell script to find and replace a character	http://www.info.org.uk/vi/vi.html http://www.computinghelp.com/linux/vi.html
4	VI editor	4.1	A&B	<ul style="list-style-type: none"> Illustrate how to search and replace a string in vi editor Demonstrate string related commands and its purposes 	6	1	Searching for strings	Lecture	ppt		Grep command	Execute a shell script to find a string	http://www.computinghelp.com/linux/vi.html
4	VI editor	4.1	A&B	<ul style="list-style-type: none"> Explain the process of yanking Write the steps to yank a line of text and paste the copied contents to the last line 	7	1	Yanking	Lecture	ppt/Hands-on		Introduction to yanking	Purpose of yanking	http://www.dba.com/forums/3-11644-yank-command-vi-editor.html
4	VI editor	4.2	A&B	<ul style="list-style-type: none"> Demonstrate how to execute a shell command using macros Explain the procedure to run macros in shell command 	8	1	Running shell commands/macros	Lecture	ppt				
4	VI editor	4.2	A&B	<ul style="list-style-type: none"> Illustrate how to set various window properties with vi editor List the commands used to set window position 	9	1	Set window	Lecture	ppt		Window properties	List the commands to set window position	
4	VI editor	4.2	A&B	<ul style="list-style-type: none"> Demonstrate how to auto indent lines and insert line numbers for the file Write the commands used to auto indent and display line numbers 	10	1	Set auto indents	Lecture	ppt		What is auto indent lines	Execute commands to auto indent	
4	VI editor	4.2	A&B	<ul style="list-style-type: none"> Discuss the basic elements of communication process Identify the basic elements of communication process 	11	1	Communicating with other users	Lecture	ppt		Basic elements of communication process	Identify the basic elements	
4	VI editor	4.2	A&B	<ul style="list-style-type: none"> Demonstrate how UNIX administrators communicate with other users using mail, wall, send, msg, and ftp Use various commands to communicate with other users 	12	2					Usage of mail, send, msg, ftp commands	Execute commands used by administrators to communicate with the users	
5	System administration	5.1	A&B	<ul style="list-style-type: none"> Identify common administrative tasks performed by the system administrator Summarise the responsibilities of system administrators 	1	1	Common Administrative Tasks	Lecture	ppt		List of tasks performed by system administrator	Explain the responsibilities of system admin	http://www.it-ebooks.info/lib/14244-admin-tasks.html
5	System administration	5.1	A&B	<ul style="list-style-type: none"> Explain how administrative files, configuration files, and log files can be identified Differentiate between configuration file and log files 	2	1	Identifying Administrator Tasks, Configuration and Log Files	Lecture	ppt		What is administrative files	Distinguish between configuration file and log files	
5	System administration	5.1	A&B	<ul style="list-style-type: none"> Handle a user account Role of System Administrator 			Managing user accounts	Lecture	ppt				
5	System administration	5.1	A&B	<ul style="list-style-type: none"> Demonstrate how to add and delete a user from the group Create and manage groups as a super user 			Managing user accounts	Lecture	ppt		Managing groups	Add and delete a user from the group	http://www.washington.edu/staff
5	System administration	5.1	A&B	<ul style="list-style-type: none"> Illustrate the process of creating and managing groups as a super user Amend permission and ownership as a super user 	3	1	Changing Permissions and Ownerships	Lecture	ppt		Purpose of cheap command	Change permissions and ownership	http://www.cyberciti.biz/faq/linux-commands-of-the-system-administrator/
5	System administration	5.1	A&B	<ul style="list-style-type: none"> Illustrate the process of disabling user accounts Explain how to identify the users form the same group 	4	1	Creating and Managing Groups	Lecture	ppt				
5	System administration	5.2	A&B	<ul style="list-style-type: none"> Explain different types of filesystem available in Linux Demonstrate how to disable user account 	5	1	Modifying Group Attributes	Lecture	ppt		File system available in Linux	Disable a user account	http://www.tutorialspoint.com/linux/linux_system_administration.html
5	System administration	5.2	A&B	<ul style="list-style-type: none"> Describe how to create a new filesystem after partitioning of hard disk Mount a file in the file system 	6	1	Temporary Disabling of User's Accounts	Lecture	ppt				
5	System administration	5.2	A&B	<ul style="list-style-type: none"> Illustrate mounting and unmounting file system Monitor system performance through various open source tools 	7	1	Mounting and Unmounting File System	Lecture	ppt				
5	System administration	5.2	A&B	<ul style="list-style-type: none"> Explain the process of checking and monitoring system performance Identify the security enabled features of UNIX systems 	8	1	Checking and Monitoring System Performance	Lecture	ppt		Process of monitoring system performance	List out the security features of Linux	http://www.tutorialspoint.com/linux/linux_system_administration.html
5	System administration	5.2	A&B	<ul style="list-style-type: none"> Discuss file security and permission in detail Use crypt command to encrypt file 	9	1	File Security and Permissions	Lecture	ppt		What is crypt command	Encrypt a file using crypt command	http://www.howtoforge.com/linux-how-to-use-the-nfs-functions-and-or-mounting-on-the-ubuntu-12.04-11.html
5	System administration	5.2	A&B	<ul style="list-style-type: none"> Describe how to become a super user Use uname command to retrieve system information 	10	1	Becoming Super User using su command	Lecture	ppt		What is a super user	Become a super user using su command	http://www.tecmint.com/terminal-line-tools-to-monitor-linux-performance/
5	System administration	5.2	A&B	<ul style="list-style-type: none"> Illustrate how to extract system information using uname command Install and remove packages using rpm command 	11	1	Getting System Information using uname command	Lecture	ppt		uname command	Retrieve the system information using uname command	http://www.anocheugh.com/2014/07/07/useful-commands-to-monitor-linux-performance
5	System administration	5.2	A&B	<ul style="list-style-type: none"> Explain how to install and remove packages using rpm command Installing and removing packages using rpm command 	12	1	Installing and Removing Packages using rpm command	Lecture	ppt		Installing packages	Remove packages	http://www.ram.org/insights/2015/05/05/rpm-commands/

Mentors Signature

Vertical/Head Signature

MODULE 4	PROTECTION AND SECURITY	4.1	A & B	Protection	what are capability based system	7	1	Capability based systems	using power point slide and back board
MODULE 4	PROTECTION AND SECURITY	4.2	A & B	security	What are the different security issues	8	1	Security issues	using power point slide and back board
MODULE 4	PROTECTION AND SECURITY	4.3	A & B	security	Explain about the program threats and system threats	9	1	Program threats and system threats	using power point slide and back board
MODULE 4	PROTECTION AND SECURITY	4.1	A & B	security	Discuss on Computer Security Classification	10	1	Computer security classifications	using power point slide and back board

ACADEMIC SESSION PLAN

Name of the Faculty: **CHIRTY JAQUELINE**

Course: **OOPS WITH C++**

Semester: **BCA 1ST yr SECOND SEM**

Period: **From NOV 2016 To MARCH 2017**

Module	Module Name	Chp	Section	Learning Objective	Learning Outcome	Session No.	Hours	Topic	Mode of Delivery	Methodology	Guest Faculty Assistance	Pre-class readings	Post-class tasks	Ref Books	Web Resources	Activities	Topic Coverage (Actual) including activities	Remarks
MODULE 1	EVOLUTION OF PROGRAMMING LANGUAGES	1	A & B	explaining the different programming languages	Describing the characteristics of the each programming language	1	1	Procedure oriented languages	using power point slide and black board			Evolution of programming language	Revision	Object Oriented programming with C++, Robert Lafare, E Balagurusamy				
MODULE 1	EVOLUTION OF PROGRAMMING LANGUAGES	1.1		major advantages and disadvantages of procedural, selected and object oriented programming language	Features of Object oriented and comparing both the language	2	1	Programming language comparison	using power point slide and black board				Revision			test		
MODULE 1	BASES OF OOPS LANGUAGE	1.1		Characteristics, merits and demerits of oops is discussed	Importance of OOPs programming	3	1	Features of OOPs	using power point slide and black board			OOPs						
MODULE 1	DATA TYPES	1.2		data types	Discussing the different type of data types in C++	4	1	Data types with example	using power point slide and black board									
MODULE 1	INPUT AND OUTPUT	1.2		different input and output header files	discussing about the different header files used for input and output	5	1		using power point slide and black board				Revision			class Quiz		
MODULE 1	OPERATORS AND EXPRESSIONS IN C++	1.2		available operators in C++	different operators used in C++ and explaining about the expression	6	1	Operators and Expression	using power point slide and black board			Data types	Assignment given based on the topic taught on that day.					
MODULE 1	KEYWORDS IN C++	1.2	A & B	comparing and pointing out the difference between the keywords	different keywords in C++	7	1	Explanation about the keywords	using power point slide and black board				Assignment given based on the topic taught on that day.					
MODULE 1	STATEMENTS, LOOPING, DECISION STATEMENTS AND JUMPING STATEMENTS	1.2	A & B	Different types of statements: Looping, Decision making statements along with syntax and examples are discussed	decision and jumping statements	8	1	different types of statements	using power point slide and black board			Operators and expression	Assignment given based on the topic taught on that day.					
MODULE 1	ARRAYS	1.2	A & B	how to define array, storage of array elements in memory	Describing the characteristics of the each programming language	9	1	Arrays	using power point slide and black board				Assignment given based on the topic taught on that day.					
MODULE 1	STRINGS AND STRUCTURES	1.2		how to use structure		10	1	Arrays and strings	using power point slide and black board							Activities given in TOC		
MODULE 2	CLASS	2.1		defining class	explaining about the basic features of C++	1	1	Class	using power point slide and black board				Revision					
MODULE 2	ACCESS SPECIFIERS	2.1		Elaborating the major component of C++	discussing about the different access specifiers such private, public and protected	2	1	access Specifiers	using power point slide and black board									
MODULE 2	OBJECTS AS FUNCTION ARGUMENTS	2.1		Objects as function arguments	how to use object as function argument	3	1	Object as function argument, illustrating with example program	using power point slide and black board			Class: Revision	Assignment given based on the topic taught on that day.					
MODULE 2	DIFFERENTIATING BETWEEN CLASS AND STRUCTURE	2.1		Describe the different types of class and structure	Defining class and structure	4	1	elaborating with example program, differentiation between the class and structure	using power point slide and black board				Assignment given based on the topic taught on that day.					
MODULE 2	ARRAY AS CLASS MEMBER	2.1		explaining array in class member	how to use the array as a class member	5	1	example program to illustrating using the array as class member	using power point slide and black board			Functions	Assignment given based on the topic taught on that day.					
MODULE 2	ARRAY OF OBJECTS	2.1		Defining array of objects	array of objects	6	1	How to define array of objects in C++	using power point slide and black board				Assignment given based on the topic taught on that day.					
MODULE 2	FUNCTIONS IN C++	2.2		functions	functions in C++	7	1	How to use function in C++	using power point slide and black board				Assignment given based on the topic taught on that day.					
MODULE 2	OVERLOADING OF FUNCTIONS	2.2		function overloading	how to perform function overloading	8	1	illustrating with example program to perform function overloading	using power point slide and black board				Assignment given based on the topic taught on that day.			class quiz		
MODULE 2	INLINE FUNCTIONS	2.2		how to use inline function, when to use and limitations of inline function	describing the working of inline function	9	1	Working of inline function	using power point slide and black board				Assignment given based on the topic taught on that day.					
MODULE 2	STORAGE CLASSES	2.2		defining the storage classes	different type of storage classes	10	1	Explaining the different types of storage classes	using power point slide and black board				Revision					
MODULE 2	CONSTRUCTORS AND DESTRUCTORS	2.2		define constructor and what is the need of constructor	What is constructor and what is the need of constructor	11	1	different types of constructor	using power point slide and black board			Inline Function	Revision			test paper		
MODULE 2	DYNAMIC CONSTRUCTOR	2.2		defining the dynamic constructor	explaining with an example program	12	1	Dynamic constructor	using power point slide and black board				Revision					
MODULE 2	CONSTRUCTOR OVERLOADING	2.2		discussing about the constructor overloading and how to perform the constructor overloading	Performing the constructor overloading with an example program	13	1	Constructor overloading	using power point slide and black board				Revision					
MODULE 2	COPY CONSTRUCTOR	2.2		Copy constructor	Importance of copy constructor	14	1	illustrating with example program to use copy constructor	using power point slide and black board				Revision			Activities given in TOC		
MODULE 2	OPERATOR OVERLOADING	2.2	A & B	Performing operator overloading	How to perform operator overloading	1	1	operator overloading	using power point slide and black board				Revision					
MODULE 2	OPERATOR OVERLOADING	2.2	A & B	Different types of operator overloading	explain with examples of different types of operator overloading	2	1	types of operator overloading	using power point slide and black board				Assignment given based on the topic taught on that day.					
MODULE 2	DATA CONVERSION	2.2	A	data conversion	Defining data conversion	3	1	Conversions between objects and basic types	using power point slide and black board				Assignment given based on the topic taught on that day.					
MODULE 2	DATA CONVERSION	2.2	B	data conversion	conversion between objects of different class	4	1	Implicit conversion	using power point slide and black board				Revision					
MODULE 2	INHERITANCE	2.2	A & B	Inheritance, Need, Advantages.	What is inheritance? What are the advantages of implementing inheritance.	5	1	Inheritance	using power point slide and black board				Revision					
MODULE 2	ACCESS SPECIFIERS	2.2	A & B	using access specifiers	Different access specifiers when used with the inheritance	6	1	Access specifiers: Protected	using power point slide and black board				Assignment given based on the topic taught on that day.					
MODULE 2	USER CONSTRUCTORS AND DESTRUCTORS IN DERIVED CLASS	2.2	A & B	Inheritance	using constructors and destructors in derived class	7	1	Using constructors in derived class	using power point slide and black board				Assignment given based on the topic taught on that day.					
MODULE 2	DETAILS OF INHERITANCE	2.2		Different types of inheritance	How to implement different types of inheritance	8	1	Implementing the different types of inheritance	using power point slide and black board				Assignment given based on the topic taught on that day.					
MODULE 4	POINTERS	2.2	A & B	What is pointer?	pointer declaration and access	10	1	Defining pointer and using pointers in program	using power point slide and black board				Assignment given based on the topic taught on that day.					
MODULE 4	POINTERS	2.2	A & B	pointer to void, pointer and arrays, pointer constant, pointer variable	details about pointers	11	1	pointers in Detail	using power point slide and black board				Assignment given based on the topic taught on that day.					
MODULE 4	MEMORY MANAGEMENT	2.2	A & B	using new and delete for memory allocation	memory allocation	12	1	memory management in pointers	using power point slide and black board				Assignment given based on the topic taught on that day.					
MODULE 4	POINTERS TO OBJECT REFERENCING MEMBER USING POINTERS	2.2	A & B	pointer to object referring member using pointers.	how to implement pointer to object referencing member using pointers	13	1	pointers in Detail	using power point slide and black board				Assignment given based on the topic taught on that day.					
MODULE 4	VIRTUAL FUNCTIONS	2.2	A & B	virtual function	What is virtual function in C++	14	1	Virtual function	using power point slide and black board				Assignment given based on the topic taught on that day.					
MODULE 4	ABSTRACT CLASS AND VIRTUAL BASE CLASS	2.2	A & B	What is abstract class and virtual base class	explanation of abstract class and virtual base class with an example program	15	1	abstract class and virtual base class	using power point slide and black board				Revision			Activities given in TOC		
MODULE 4	FRIEND FUNCTION AND STATIC FUNCTION	2.4	A & B	Friend function	What is friend function in C++	16	1	Friend function and static function	blackboard									
MODULE 6	TEMPLATES	2.1	A & B	templates	What is templates	1	1	Templates	using power point slide and black board				Assignment given based on the topic taught on that day.	E. Balagurusamy				

SESSION 6	TEMPLATES	4.1	A & B	introduction to templates, class templates, function templates, member function templates,	explain in detail about templates in c++	2	1	Templates	using power point slide and black board					Assignment given based on the topic taught on that day.				test
SESSION 6	EXCEPTION HANDLING	4.1	A & B	exception handling	What are exceptions? how do we handle the exception in c++	3	1	exception handling	using power point slide and black board					Assignment given based on the topic taught on that day.				
SESSION 6	CONSOLE INPUT OUTPUT OPERATORS	4.2	A & B	console input output operator	c++ stream, stream classes	4	1	Console input/output operator	using power point slide and black board					Assignment given based on the topic taught on that day.				
SESSION 6	CONSOLE IO OPERATORS	4.2	A & B	unformatted io operators	explain about unformatted input output operators	5	1	Console input/output operator	using power point slide and black board					Assignment given based on the topic taught on that day.				test
SESSION 6	CONSOLE INPUT OUTPUT OPERATORS	4.2	A & B	formatted io operators	explain about formatted input output operators	6	1	Console input/output operator	using power point slide and black board					Assignment given based on the topic taught on that day.				
SESSION 6	MANIPULATORS	4.2	A & B	define manipulators	What is manipulator in c++	7	1	manipulators	using power point slide and black board					Assignment given based on the topic taught on that day.				

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Block	Module Name	Unit	Topic	Learning Objectives	Learning Outcomes	Prerequisites	Topics	Books	References	Practicals	Assignments	Projects	Case Studies	Workshops	Assessments	Resources	Activities	Weightage	Evaluation	Exam Coverage	Remarks	
Module 1: Linear Algebra	Linear Algebra	1.1	Introduction to Linear Algebra	Understand the importance of linear algebra in various fields.	Identify the applications of linear algebra in science, engineering, and business.	None	Scalars, Vectors, Matrices	[1] Linear Algebra by Gilbert Strang	[1] Linear Algebra by Gilbert Strang	None	None	None	None	None	None	None	None	10%	10%	10%		
		1.2	Systems of Linear Equations	Solve systems of linear equations using Gaussian elimination.	Apply Gaussian elimination to solve systems of linear equations.	None	Systems of Linear Equations, Gaussian Elimination	[1] Linear Algebra by Gilbert Strang	[1] Linear Algebra by Gilbert Strang	None	None	None	None	None	None	None	None	None	10%	10%	10%	
		1.3	Matrix Operations	Perform matrix operations including addition, subtraction, and multiplication.	Apply matrix operations to solve problems in linear algebra.	None	Matrix Operations	[1] Linear Algebra by Gilbert Strang	[1] Linear Algebra by Gilbert Strang	None	None	None	None	None	None	None	None	None	10%	10%	10%	
		1.4	Vector Spaces	Understand the concept of vector spaces and subspaces.	Identify subspaces within a given vector space.	None	Vector Spaces, Subspaces	[1] Linear Algebra by Gilbert Strang	[1] Linear Algebra by Gilbert Strang	None	None	None	None	None	None	None	None	None	10%	10%	10%	
		1.5	Linear Transformations	Understand linear transformations and their matrix representations.	Apply linear transformations to solve problems in linear algebra.	None	Linear Transformations, Matrix Representations	[1] Linear Algebra by Gilbert Strang	[1] Linear Algebra by Gilbert Strang	None	None	None	None	None	None	None	None	None	10%	10%	10%	
		1.6	Eigenvalues and Eigenvectors	Calculate eigenvalues and eigenvectors for a given matrix.	Apply eigenvalues and eigenvectors to solve problems in linear algebra.	None	Eigenvalues, Eigenvectors	[1] Linear Algebra by Gilbert Strang	[1] Linear Algebra by Gilbert Strang	None	None	None	None	None	None	None	None	None	10%	10%	10%	
		1.7	Orthogonal Matrices	Understand orthogonal matrices and their properties.	Apply orthogonal matrices to solve problems in linear algebra.	None	Orthogonal Matrices	[1] Linear Algebra by Gilbert Strang	[1] Linear Algebra by Gilbert Strang	None	None	None	None	None	None	None	None	None	10%	10%	10%	
		1.8	Quadratic Forms	Understand quadratic forms and their classification.	Apply quadratic forms to solve problems in linear algebra.	None	Quadratic Forms	[1] Linear Algebra by Gilbert Strang	[1] Linear Algebra by Gilbert Strang	None	None	None	None	None	None	None	None	None	10%	10%	10%	
		1.9	Diagonalization	Understand diagonalization and its applications.	Apply diagonalization to solve problems in linear algebra.	None	Diagonalization	[1] Linear Algebra by Gilbert Strang	[1] Linear Algebra by Gilbert Strang	None	None	None	None	None	None	None	None	None	10%	10%	10%	
		1.10	Applications of Linear Algebra	Apply linear algebra to solve real-world problems.	Use linear algebra in various fields such as physics, engineering, and economics.	None	Applications of Linear Algebra	[1] Linear Algebra by Gilbert Strang	[1] Linear Algebra by Gilbert Strang	None	None	None	None	None	None	None	None	None	10%	10%	10%	
Module 2: Calculus	Calculus	2.1	Limits and Continuity	Understand the concept of limits and continuity.	Apply limits and continuity to solve problems in calculus.	None	Limits, Continuity	[1] Calculus by James Stewart	[1] Calculus by James Stewart	None	None	None	None	None	None	None	None	None	10%	10%	10%	
		2.2	Derivatives	Calculate derivatives using the power rule, product rule, and quotient rule.	Apply derivatives to solve problems in calculus.	None	Derivatives	[1] Calculus by James Stewart	[1] Calculus by James Stewart	None	None	None	None	None	None	None	None	None	10%	10%	10%	
		2.3	Integrals	Calculate integrals using the power rule, substitution, and integration by parts.	Apply integrals to solve problems in calculus.	None	Integrals	[1] Calculus by James Stewart	[1] Calculus by James Stewart	None	None	None	None	None	None	None	None	None	10%	10%	10%	
		2.4	Applications of Derivatives	Apply derivatives to solve optimization problems.	Use derivatives to find maximum and minimum values of functions.	None	Applications of Derivatives	[1] Calculus by James Stewart	[1] Calculus by James Stewart	None	None	None	None	None	None	None	None	None	10%	10%	10%	
		2.5	Applications of Integrals	Apply integrals to solve problems in physics and engineering.	Use integrals to calculate area, volume, and work.	None	Applications of Integrals	[1] Calculus by James Stewart	[1] Calculus by James Stewart	None	None	None	None	None	None	None	None	None	10%	10%	10%	
		2.6	Series and Sequences	Understand sequences and series, including arithmetic and geometric series.	Apply sequences and series to solve problems in calculus.	None	Series and Sequences	[1] Calculus by James Stewart	[1] Calculus by James Stewart	None	None	None	None	None	None	None	None	None	10%	10%	10%	
		2.7	Improper Integrals	Understand improper integrals and their evaluation.	Apply improper integrals to solve problems in calculus.	None	Improper Integrals	[1] Calculus by James Stewart	[1] Calculus by James Stewart	None	None	None	None	None	None	None	None	None	10%	10%	10%	
		2.8	Double and Triple Integrals	Calculate double and triple integrals over regions in the plane and space.	Apply double and triple integrals to solve problems in calculus.	None	Double and Triple Integrals	[1] Calculus by James Stewart	[1] Calculus by James Stewart	None	None	None	None	None	None	None	None	None	10%	10%	10%	
		2.9	Vector Calculus	Understand vector calculus, including gradient, divergence, and curl.	Apply vector calculus to solve problems in physics and engineering.	None	Vector Calculus	[1] Calculus by James Stewart	[1] Calculus by James Stewart	None	None	None	None	None	None	None	None	None	10%	10%	10%	
		2.10	Applications of Calculus	Apply calculus to solve real-world problems.	Use calculus in various fields such as physics, engineering, and economics.	None	Applications of Calculus	[1] Calculus by James Stewart	[1] Calculus by James Stewart	None	None	None	None	None	None	None	None	None	10%	10%	10%	